Loading:

SPECTRUM - type LOAD

After loading the initial code you will be asked to STOP THE TAPE, Press Y to load a saved game - Press N to

continue loading a new game.

COMMODORE - Press the SHIFT & RUN/STOP kevs simultaneously. When the program has loaded Press Y to load a saved game, or Press N to start a new game. AMSTRAD - Press the CONTROL & ENTER keys simultaneously. When the program has loaded Press Y to load a saved game, or Press N to start a new game.

SAVING AND LOADING A SAVED GAME - Prepare a cassette to record your saved game.

Spectrum: Select SAVE GAME from the Main Menu. Press PLAY & RECORD on your cassette player and then press any key. To load a saved game first load your Master tape until the message "STOP THE TAPE" - then insert your saved game tape, Press Y and then

Press Play on your cassette player.

Commodore: Select SAVE GAME from the Main Menu and then Press PLAY & RECORD on your cassette player. To load a saved game first load the Master tape until the message "Load Old Game Y/N", then insert your saved game tape. Press "Y" and Press Play on your cassette player.

Amstrad: Select SAVE GAME from the Main Menu and then Press PLAY & RECORD on your cassette player. To load a saved game first load the Master tape until the message "Load Old Game Y/N", then insert your saved game tape, Press "Y" and then Press Play on your cassette player.

TRANSFERS - (Approximate Value)

DIV 1	SKILL	DIV 2
£ 700,000	50-59	£400,000
£ 850,000	60-69	£500,000
£1,000,000	70-79	£600,000
£1,150,000	80-89	£700,000
£1,300,000	90-99	£800,000

PROMOTION — The top 2 teams from Division 2 are promoted.

SUBSTITUTES — You are allowed 1 Substitute, Press S to bring on your Substitute.

TICKET PRICES — Your attendance for home matches will mainly depend on your division, your league position, your opponents league position and your ticket prices. The attendance may fall significantly if you overprice your match tickets. You must try to find the right balance for ticket prices to obtain the maximum income from each home match.

NOTE: All Standing places will be occupied before any Seats are taken.

RETIREMENTS – All players retire at 35.

POSSESSION – Possession in the Match refers to quality possession around the Penalty area.

SACKING — You will be sacked if you have failed to make your stadium completely all seated by the end of your second season (ie: Seating Capacity 45,000) or if your current account is overdrawn at the end of any

season. Depending on your success you may have to sell some of your top players to finance the Stadium building if income from gate receipts and bank loans is insufficient.

CUP MATCHES – All cup matches are played on neutral ground. If your Cup Match is drawn the game will be decided by a penalty shoot-out.

BANK – You are only permitted 2 bank loans per season.

STAFF – A Physio will reduce injuries. (Note: Some of your Players may suffer from serious long term injuries.) A Coach will increase training.

This Program is the Copyright of Challenge Software and no part may be copied, stored, transmitted or reproduced in any form or by any means, hired or lent without the express permission of Challenge Software, Hatton House, Church Lane, Cheshunt, Herts. EN8 ODW.

Designed and Programmed by Steven Parker & Alastair MacNair

© 1991 Challenge Software

For details of our full range of games please send a stamped addressed envelope to Challenge Software, Hatton House, Church Lane, Cheshunt, Herts. EN8 ODW.